Your manual is located inside the front cover of this package.

Programmer: Eric Hammond; Graphics: Skaggs, Greg Hammond Producer: Joe Ybarra
Manual: David Grady; Photography: Norman Scott; Package Design: Stenhilber, Deutsch & Gard
Creative Direction and Lead Narrative Concept: Erving Silverberg

Special thanks to the Springfield (Mass.) Police Department and all the helpful people we met there.

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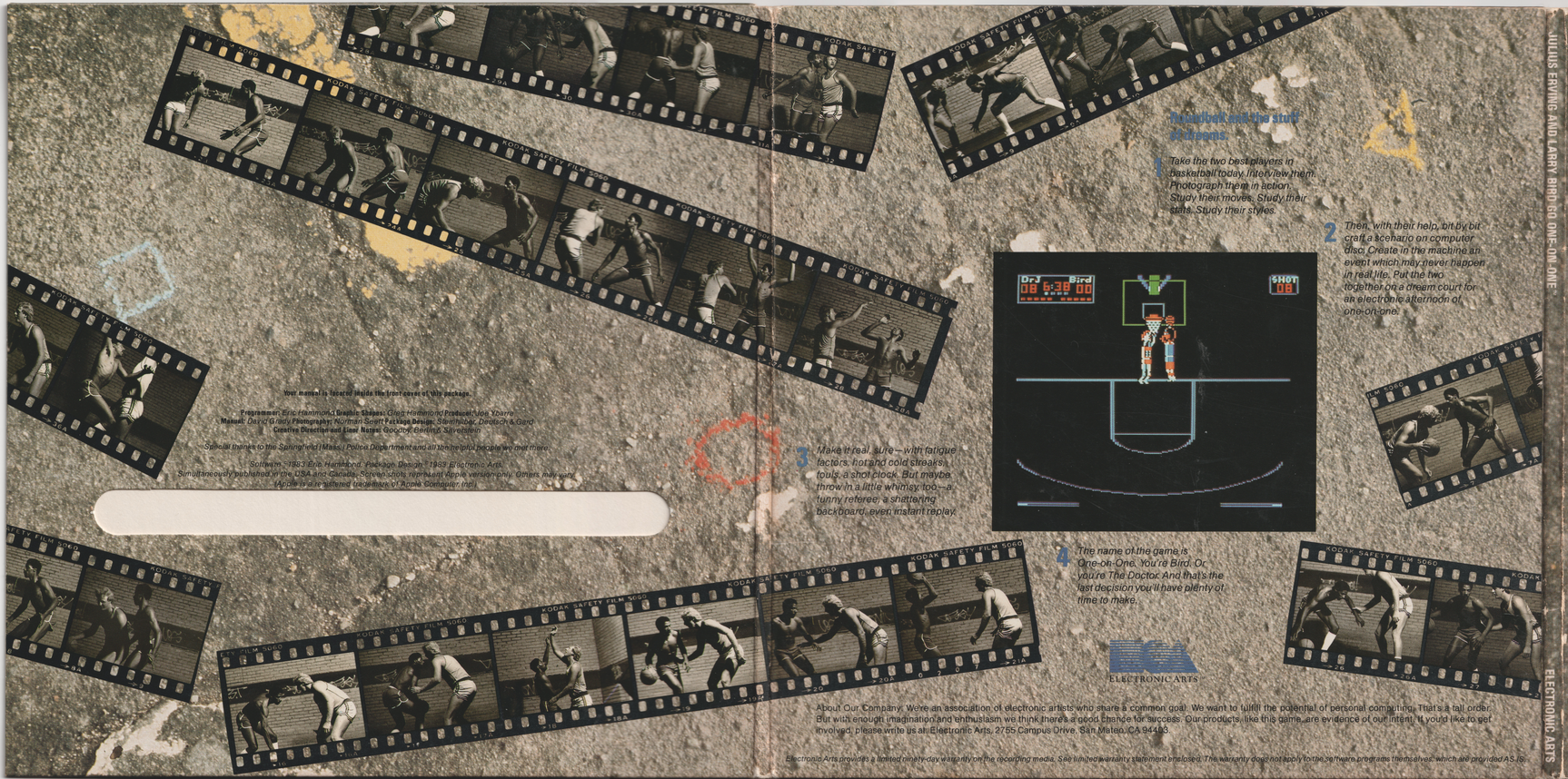


Hoolihan and the staff of dreams.

1 *Take the two best players in basketball today. Interview them. Photograph them in action. Study their moves. Study their stats. Study their styles.*

2 *Then, with their help, bit by bit, craft a scenario on computer disc! Create in the machine an event which may never happen in real life. Put the two together on a dream court for an electronic afternoon of one-on-one.*

3 *Make it real, sure—with fatigue factors, hot and cold streaks, fouls, a shot clock. But maybe throw in a little whimsy, too—a funny referee, a shattering backboard, even instant replay.*

4 *The name of the game is One-on-One. You're Bird. Or you're The Doctor. And that's the last decision you'll have plenty of time to make.*

ELECTRONIC ARTS

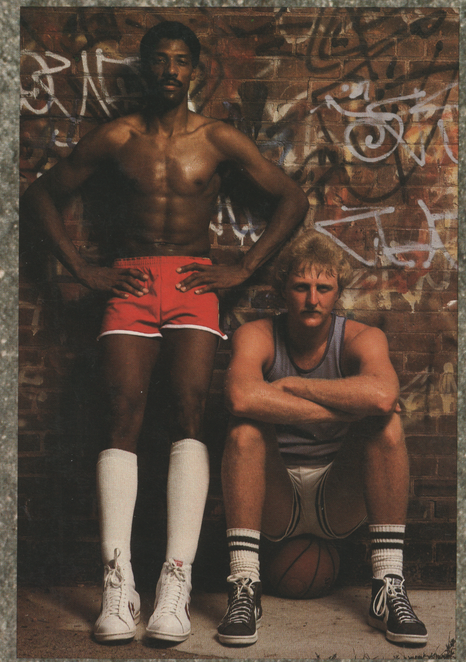
About Our Company. We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for success. Our products, like this game, are evidence of our intent. If you'd like to get involved, please write us at: Electronic Arts, 2755 Campus Drive, San Mateo, CA 94403.

Electronic Arts provides a limited ninety-day warranty on the recording media. See limited warranty statement enclosed. The warranty does not apply to the software programs themselves, which are provided AS IS.

JULIUS ERVING AND LARRY BIRD GO ONE-ON-ONE

ELECTRONIC ARTS

JULIUS ERVING

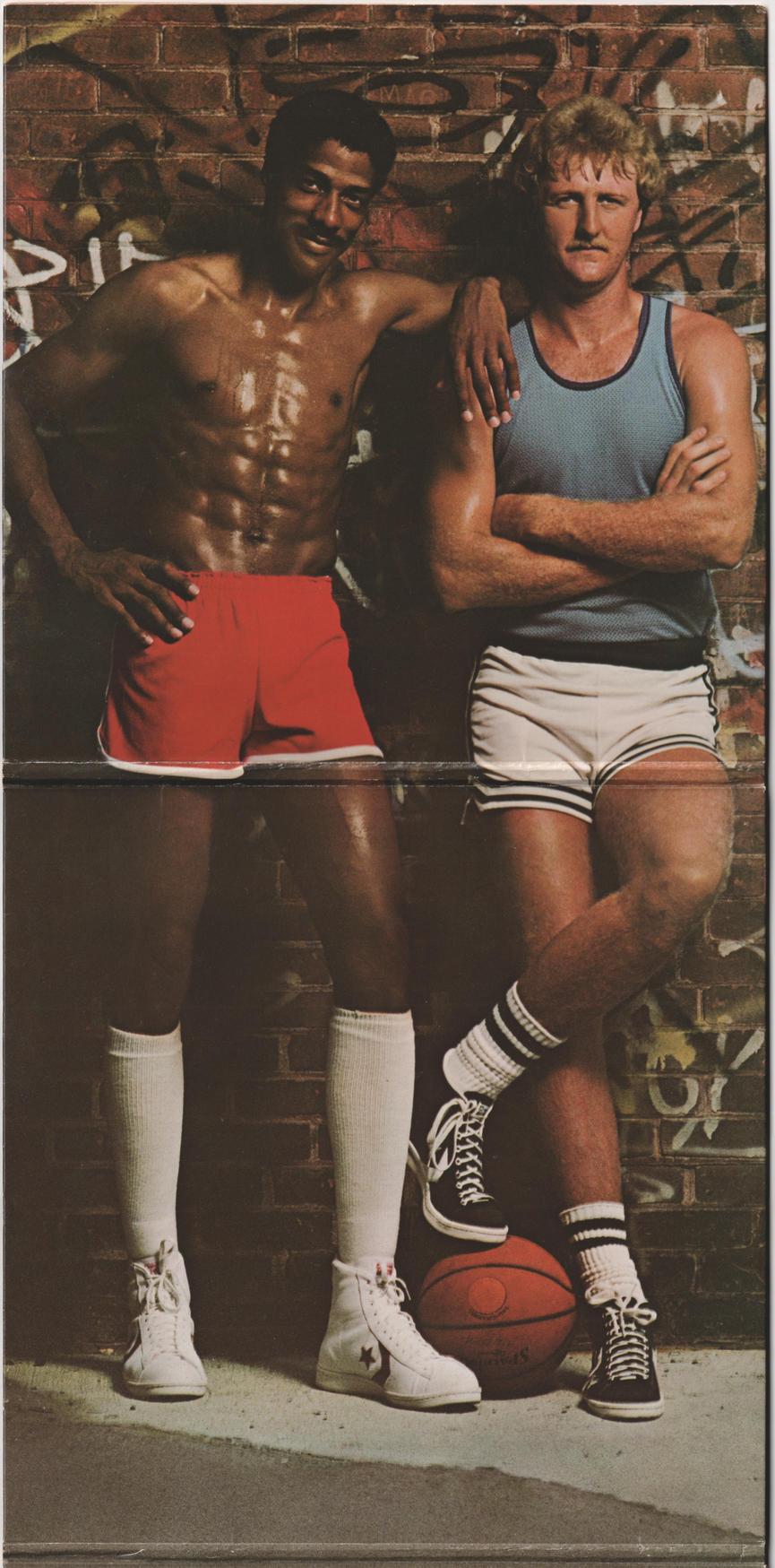


LARRY BIRD

BY ERIC HAMMOND, LARRY BIRD & JULIUS ERVING

ONE-ON-ONE

ELECTRONIC ARTS



SOFTWARE ARTISTS?

(Comments collected from game development sessions)

Larry on defending against Larry.

LARRY: *I'd be wary. Pressure me if I came in. Try to make me shoot from outside. Then hope I'd miss.*

The Doctor on defending against The Doctor.

DR. J.: *If I knew how, why would I tell anybody?*

20? Are you sure?

LARRY: *When you get the flow going, you're going to come down and stop 20 feet short of where you might normally shoot, because you know you're going to get it. You know it's going in. The game should reflect this, I think.*

Or, put another way...

DR. J.: *When you're going good, you earn the right to miss. The place is yours. Fire away.*

You might say that. Yeah.

DR. J.: *You have maybe a dozen players in the league who are intentionally put into a one-on-one situation during a game. They thrive on it. They score points. I think you could put Larry and me in this group.*

Why Larry might win.

LARRY: *I'd take him under the basket if I could because I'm bigger. I've got a little more power, I think. I could do some pushing.*

Why The Doctor might win.

DR. J.: *I think that in terms of quickness, I have a little better foot speed than Larry. A little more extension. And if you're looking for daylight, the daylight will be found.*

Why Larry might lose.

LARRY: *Listen. He's flashier. Definitely. Look at those finger rolls and spins and reverses in mid-air.*

Why The Doctor might lose.

DR. J.: *Rebounding. Larry is a big guy.*

You are getting sleepy.

LARRY: *What you need is a little bar graph off to the side, so that when your player starts to get tired, you can see it. You can tell. You can slow it down.*

Comment on dunking from the best in the business.

DR. J.: *There's nothing like a great dunk. I think you should program it so that if you've got the ball on a breakaway and you don't dunk it in, there's a chance you'll get it swatted away from behind.*

Comment on passing from the best in the business.

LARRY: *In one-on-one, there isn't any. That's really too bad.*

Thank You. Buy this man a beer.

LARRY: *This thing's going to be great. You can get a couple guys, sit down and practice a while, then play with the kind of moves and shots we really use. That's something.*

One kind of mental approach.

LARRY: *I do whatever I have to do to get it done.*

Another kind of mental approach.

DR. J.: *I could play ten games of one-on-one against Godzilla and I feel I'd win most of them.*

PROGRAMMER ERIC HAMMOND AND FRIENDS. *An enthusiastic basketball fan since birth, Eric last year hatched an incredibly elaborate scheme to personally meet and work with his two favorite basketball players on earth. The scheme was the conception of this game, the programming of which led Eric through hundreds of game films, stacks of action photos, and – most importantly – hours of time with his idols. He has recently returned to normalcy at his home in Vista, California, where he's happy to be working on jumpers out in his driveway again instead of in front of a computer terminal.*